Game Programming Lab 2016 Dance with the Cooks Proposal Rough Draft

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1 Game Description

1.1 Story

A competitive TV cooking show has gone bad. The participants start to attack each other and food is flying everywhere. Since the camera is still rolling and everyone wants to impress the audience they try to fight with style and move to the beat of the music.

1.2 Gameplay

1.2.1 Game Mode

- local multiplayer
- shared screen
- 2 4 players
- Gamepad Input (XBox Controller)

1.2.2 Characters and Control

Each player controls a TV cook. Their movement and attacks are locked to a grid and their attack animations are food based. Movement and attack commands are only valid if they are on the beat of the soundtrack. There can be penalties and rewards based on how long a player stays in sync with the beat.

1.2.3 Environment

- playing field is the stage of a TV studio
- grid based (visualized by tiled kitchen floor)
- environmental hazards like traps and triggers as high goal

1.2.4 Visuals and User Interface

- 2D characters and effects
- stage may be 3D
- as few screen overlay as possible, everything visualized in the scene
- extensive use of light (disco feeling) to visualize music

1.2.5 Sound and Music

- everything is synchronized to the background music
- adaptive soundtrack (can speed up/slow down/change according to game play events)
- sound effects are adapted to the music (harmonizing)
- need an in game calibration tool to measure audio lag

2 Technical Achievement

- synchronization of audio, video and player input
- dynamic music engine
- add depth information to 2D sprites for pleasing dynamic light effects

3 Big Idea Bullseye

Fight your opponents while staying on the beat.

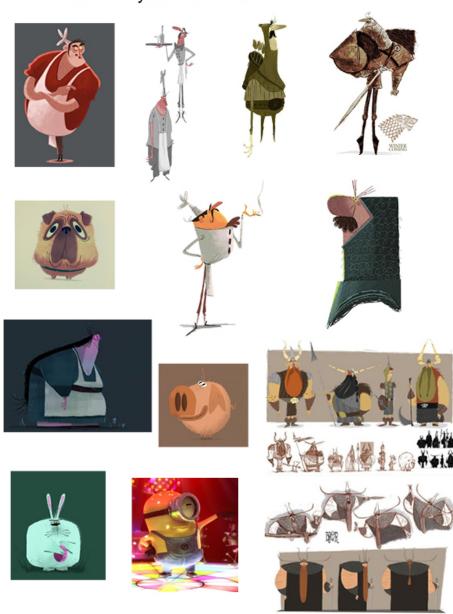
4 Development Schedule

5 Assessment

We combine the figthing and rythm game genre to get an unique game play. By synchronizing video and audio we achieve a pleasing overall experience.



Character Art-Style Moodboard



Environment Art-Style Moodboard

